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Lylianna



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This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Alzur](#).



This fan-fiction article, **Lylianna**, was written by [Witcher190](#). Please do not edit this fiction without the writer's permission.

"She was like an amalgam of lilies, pure, radiant, beautiful, and innocent. Her fragrance permeated the air with a celestial perfume, enveloping everyone in an aura of peace and stillness. Her eyes, like two flawless rubies, reflected the sunlight with an intensity comparable to the Eternal Fire where Telawel forges his weapons. Her smile, as sweet as the purest honey, was capable of melting the most frigid heart. Her presence was a refuge of kindness and sweetness in a world often harsh and cruel. And I cannot help but lament each passing day for having lost her. This was our dream, and she is no longer here to see it come true."

—Fragment of one of Alzur's diaries

Lylianna, also known as **Lily**, **Sweet Lily**, and the **Mother of Witchers** after her death, was a young (by mage standards) and idealistic 9th-century sorceress. Horrified by the knowledge that monsters were rampaging across the world with impunity and that people had no way to defend themselves, she dedicated herself to finding a solution.

Lylianna's path eventually led her to [Alzur](#), a brilliant renegade mage and creator of many mutants. The two fell in love and, together, decided to create an intelligent mutant being

Lylianna





specifically designed to combat monsters on equal footing. This marked the beginning of her journey to create the first witchers

Sadly, Lylianna did not live to see the project's completion. Alzur, driven by their shared vision, continued her work and eventually succeeded in creating the first witchers.

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Born	Summer of the years 840s - 850s
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Birthplace	Kaedwen (speculated)
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Status	Dead, killed by a failed experiment
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Deathplace	Kaedwen
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Service	870s - Early 10th century (approx)
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Physical Description

Race	Human (Quarter-elf)
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Gender	Female
---------------	--------

Hair	Black
-------------	-------

Eyes	Red
-------------	-----

Skin	Pale with freckles
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Political Information

Profession	(Rogue) Mage
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Affiliation	Alzur Order of Witchers (technically)
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Alias(es)	Lily (by Alzur) Mother of Witchers Sweet Lily
------------------	---

Nationality	Kaedweni
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Relationships

Father	Unknown (probably a half-elf or human)
---------------	--

Mother	Unknown (probably a half-elf or human)
---------------	--

Lover(s)	Alzur
-----------------	-----------------------

Other	Raffard "The White" (master)
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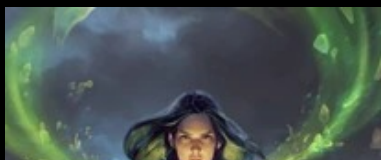


Biography

Early Life and Time Under Raffard "The White" Tutelage

Lylianna's origins remain shrouded in mystery, with historians delving into whispers and rumors to piece together a life veiled by time. While the exact details of her childhood are unknown, it is known that she was born in the summer of the years 840s - 850s; speculation suggests she may have hailed from a modest background—a small village in Kaedwen or a struggling minor noble family. The description of her natural red eyes serves historians as a subtle indicator of elven ancestry, possibly making her a quarter-elf.

Despite the mysteries surrounding her early life, it is certain that Lylianna was a Source. This innate ability as a magical conduit caught the attention of traveling sorceresses, former students of the mage Raffard "The White", who, in a departure from the era's usual practices, did not resort to forceful abduction. Recognizing Lylianna's potential and sensing a kindred spirit yearning for knowledge, they seduced her with the allure of studying under the renowned mage along with others like her.



Lured by the promise of knowledge and a community that understood her unique gifts, Lylianna eagerly accepted the invitation.



Lylianna using magic from the para-element of Nature.

During her time with Raffard, Lylianna specialized in [Earth-based magic](#) and later delved into the para-element of Nature. Her heart, troubled by the suffering of the vulnerable, earned her during that time, the mocking nickname "*Sweet Lily*" from peers who perceived her idealism as childish, fueled by the plight of the common folk suffering under constant monster threats that appeared occasionally in Raffard's residence, always seeking the help of the mage to put an end to the problem. Unlike many mages seeking personal gain or political power, Lylianna's compassion and magical abilities fueled

more her determination to find a solution to the monster problem, gradually distancing her from the mainstream mage community.

This separation eventually led her to the mage [Alzur](#), the future love of her life. Inspired by Alzur's defiance of convention, Lylianna herself became a rogue mage, determined to use her magical abilities and knowledge for the greater good, forever altering the course of her life and the Continent itself.

Meeting Alzur

Lylianna, fresh out of Raffard's tutelage, refused to let the dream of a monster-free world fade.

Unsure of her next step, she gravitated towards the one place guaranteed to be studying her target: [Rissberg Castle](#). Known for its unorthodox experiments and skirting the fringes of accepted magical practices, Rissberg was tolerated by the [Brotherhood](#) in the name of achieving the greater good. It was here, amidst the controversial experiments and magical practices, that fate brought her to Alzur.

Taking a position as his assistant, Lylianna found herself drawn to Alzur's brilliance in genetics and mutations. He, in turn, was captivated by her unwavering dream of a monster-free world. Within the castle walls, their passion ignited, fueled not just by love but by a shared purpose. Lylianna's dream mutated, morphing into the concept of a creature specifically designed to combat monsters. Together, they delved into the study of mutagens, their early experiments yielding nothing but frustration. Rumors suggest one such failed attempt might have birthed the mutated rabbit known as [caerbannog](#), a testament to their early missteps.

Lylianna conducting experiments in Rissberg



Because of these failures, seeing their studies as a waste of resources, the grandmaster of Rissberg, [Ortolan](#), eventually kicked them out, telling them to only return if they made advances worthy of the castle's name.

Thus began their nomadic existence. Driven by their convictions, Alzur and Lylianna embarked on a journey to find the rarest and purest mutagens, with their sights set on human experimentation. This radical shift pushed them to the fringes of society, earning them the label of rogue mages.

Their intentions, however, did not escape the watchful eyes of the Brotherhood, and thus the higher chambers of it, the [Chapter of the Gift and the Art](#). The Praetorship, the Chapter's enforcers, set their sights on the renegade mages and began to persecute them. Eventually, and sadly without Lily, Alzur will return to Rissberg with 38 boys and girls to start the final experiments.

Quest for pure mutagens ✦

"A mother looking after her children is hardly a monster, is it?"

—Lylianna during the hunt of Albastra

"We need a pure mutagen. How many times did we fail with inferior ingredients?"

—Alzur during the hunt of Albastra, answering Lylianna's question

After their expulsion from Rissberg, Lylianna and Alzur embarked on a joint quest to create the intelligent mutant being they had envisioned: a warrior equal to the monsters it would eventually hunt. They traversed the Northern Kingdoms (which encompassed a larger territory back then) journeying from Kaedwen to Toussaint and back. Their quest transformed into a bloody pilgrimage as they slew monsters and sought mutagens to fuel their alchemical concoctions.

Along the way, they made significant discoveries, such as the properties of the albumen from the giant centipedes known as pale widows. This substance proved to be an exceptional base for brewing potent mutagenic potions, advancing their research significantly. Another critical revelation occurred during their passage through Mahakam, where they encountered and fought a brown dragon alongside the dwarves in one of the mines. To their disappointment, the mutagens obtained from this encounter were not potent enough to create a concoction capable of enhancing the human body. Undeterred, they continued their travels.

After countless trials and tribulations, their journey led them to a secluded valley nestled deep within the northern reaches of Kaedwen. At this pivotal juncture, they confronted a white dragoness named Albastra and her brood residing in the valley. Lylianna and Alzur emerged victorious, successfully slaying the dragon and her offspring. This triumphant encounter provided the crucial, rare, pure, and potent mutagens required for their first test.

Death ✦

Following this success, they needed a subject, and fate offered a twisted opportunity in a nearby town where a condemned bandit



Lylianna's death



awaited execution by hanging. Recognizing potential in this doomed soul, Lylianna and Alzur intervened, purchasing his life as the subject for their groundbreaking experiment. Back in their laboratory, they administered the

concoctions to him. Unfortunately, the initial experiment proved disastrous; the powerful mutagens rendered the subject into a mindless, uncontrollable beast. In a tragic turn of events, this monstrous creation turned on its creators, slaying Lylianna before escaping the laboratory.

Devastated by the loss of his beloved Lily, Alzur spiraled into grief. Yet, amidst the crushing despair, a steely resolve emerged. Lylianna's death wouldn't be in vain; it only solidified his commitment to their shared dream. He would perfect their creation, no matter the cost. This unwavering dedication ultimately paved the way for the birth of the witchers.

Personality



Lylianna was described by those who knew her as compassionate, altruistic, brave, optimistic, persevering, intelligent, creative, and kind. However, she was also naive, stubborn, and dreamy, even more idealistic than Alzur himself, who would become even more idealistic after her death. Because of this idealism, she was nicknamed "Sweet Lily" by her fellow mages, both mockingly and affectionately. Her idealism led her to believe in the innate goodness of people and the possibility of a better world. Despite the mockery and sarcastic comments, Lylianna never gave up on her ideals, and her faith that one day there would be a world free of monsters was unbreakable.



Her death hit Alzur hard. The loss of his beloved not only plunged him into a deep sadness, but also exacerbated his own idealism. In a way, Lylianna became a symbol for him, a symbol of the hope and goodness that could still exist in the world. Her idealism became a driving force in his quest to create a definitive solution to the monster problem: the witchers. Alzur, in his pain and determination, dedicated himself entirely to this task, channeling his love for Lylianna and his faith

in a better future into his work.

Lylianna's death also marked a turning point in Alzur's life. He became more solitary and reserved, obsessed with his work. His idealism, though stronger than ever, became more pragmatic. It was no longer just a dream of a better world, but a necessity, an obligation he had to fulfill in Lylianna's memory.

Lylianna's legacy would live on not only in Alzur's heart, but also in the creation of the witchers. In a way, she was a part of each of them, their "mother," so to speak, the one who

gave them the strength, determination, and kindness that set them apart from the monsters they fought.

Legacy

Lylianna's legacy was reflected in several ways. The first, and most obvious, was in the creation of the [Order of Witchers](#), as her death prompted Alzur to fulfill the young sorceress's dream of a world free of monsters brought about by the [First Conjunction of the Spheres](#). The second was in the medallion that Alzur gave her, which ended up serving as a prototype for the medallions that witchers would later wear. The third was also through the lily-shaped medallion because, at least in the early days of the Order of Witchers, this lily-shaped medallion would be replicated and used by its members as a tribute to the memory of Lylianna, the "*mother of witchers*," who had allowed all this to come into existence. It also became a symbol of the Order, worn on their initial armors. However, the deaths of various first witchers showed that the prototype that Lylianna once wore was not entirely adequate, leading the Order to opt for the circular and flat medallions that later characterized them.

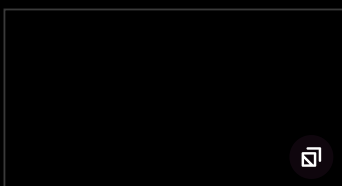
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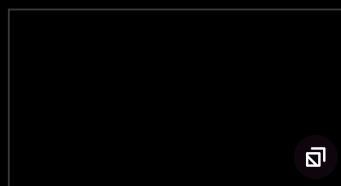
Notes

- This is an expansion of the character Lylianna from the Gwent expansion: **Rogue Mage**, made with the intention of giving more background to the woman, and not just being "*Alzur's waifu*". Feel free to edit, adding more information to the existing one and putting yourself in the writer's tag.

Gallery



Lylianna and Alzur in the first experiment

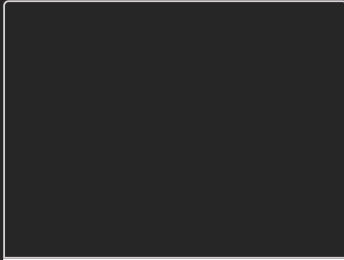


The failed experiment

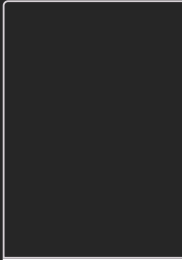
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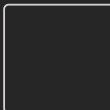
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